

ABSTRACT OF THE DISCLOSURE

Provided are game machines capable of performing evaluation, in a game played by a plurality of game machines through teamwork, according to the correlation among operation information obtained through communications with each of the game machines, and game programs executed in such game machines. A plurality of game machines 1 communicate with one another to establish timing synchronization. In each of the game machines 1 thus synchronized with one another, the game is executed. After the game, input timings at which buttons are operated during the game are collected and then evaluated so as to determine an absolute and relative timing coincidence in a predetermined period (unison part). Then, to the game machine(s) 1 showing the timing coincidence, a predetermined number of points are added to its game score.